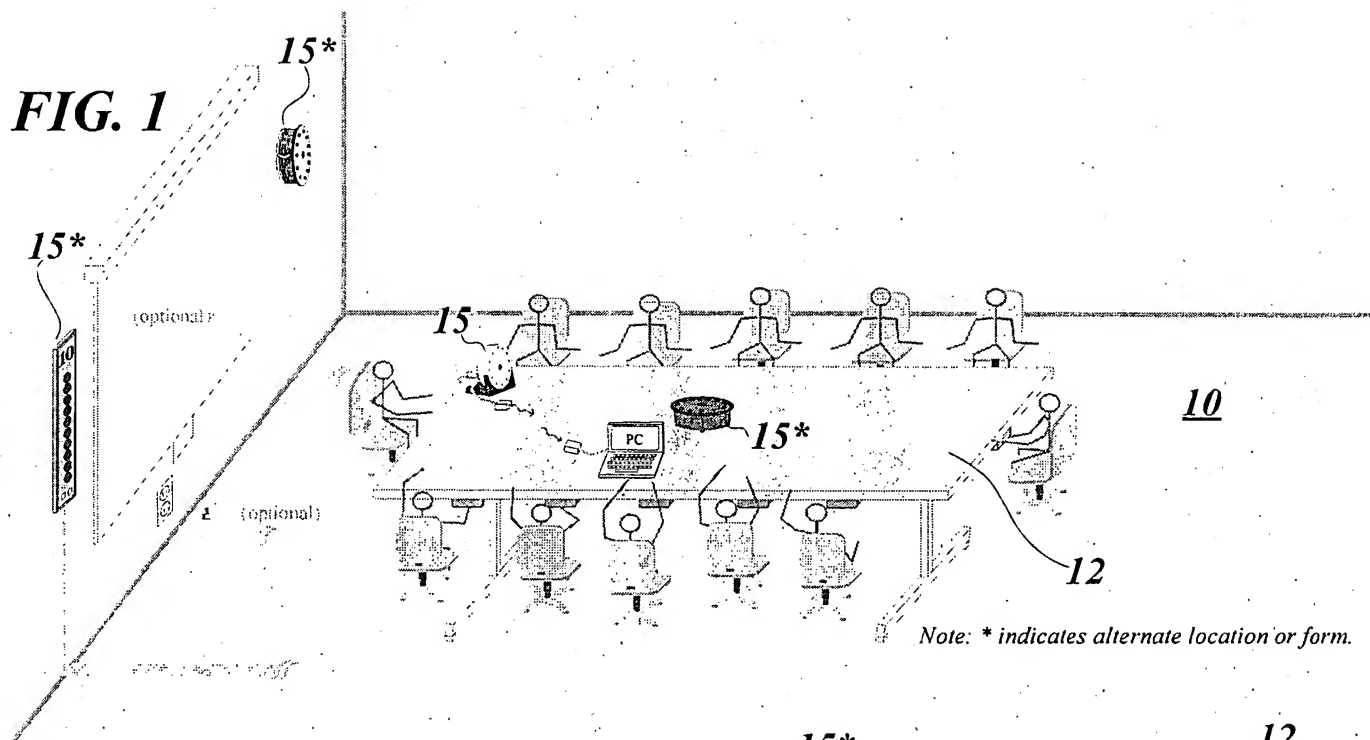
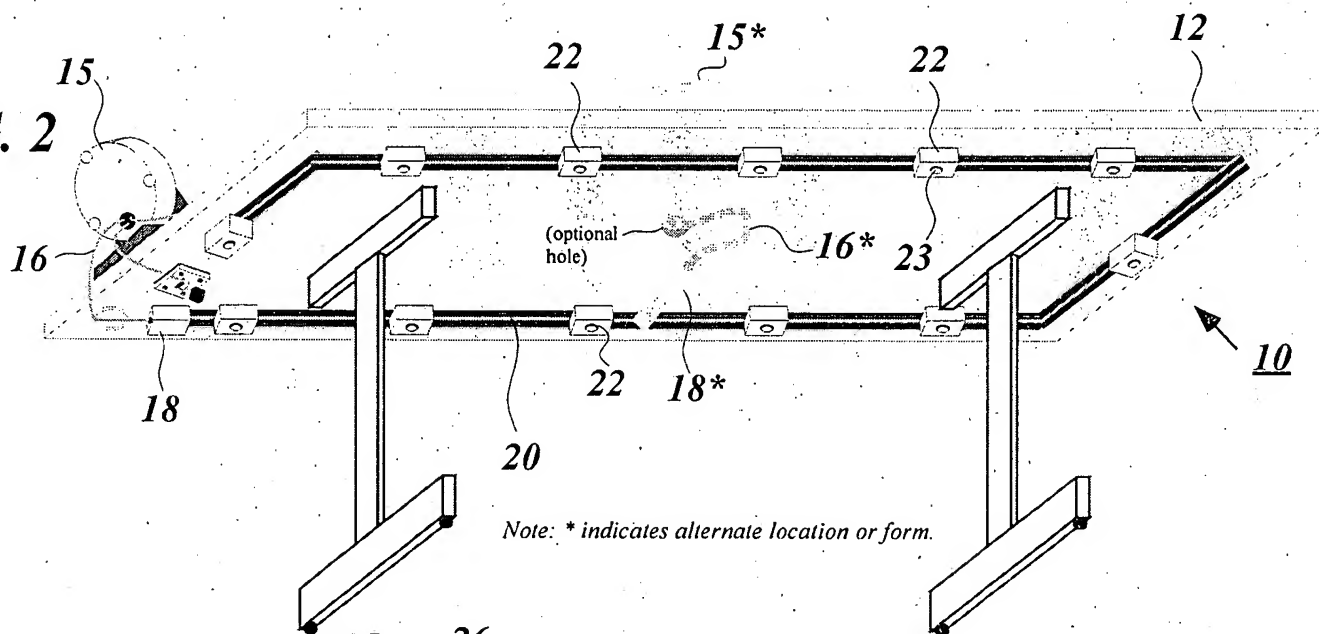


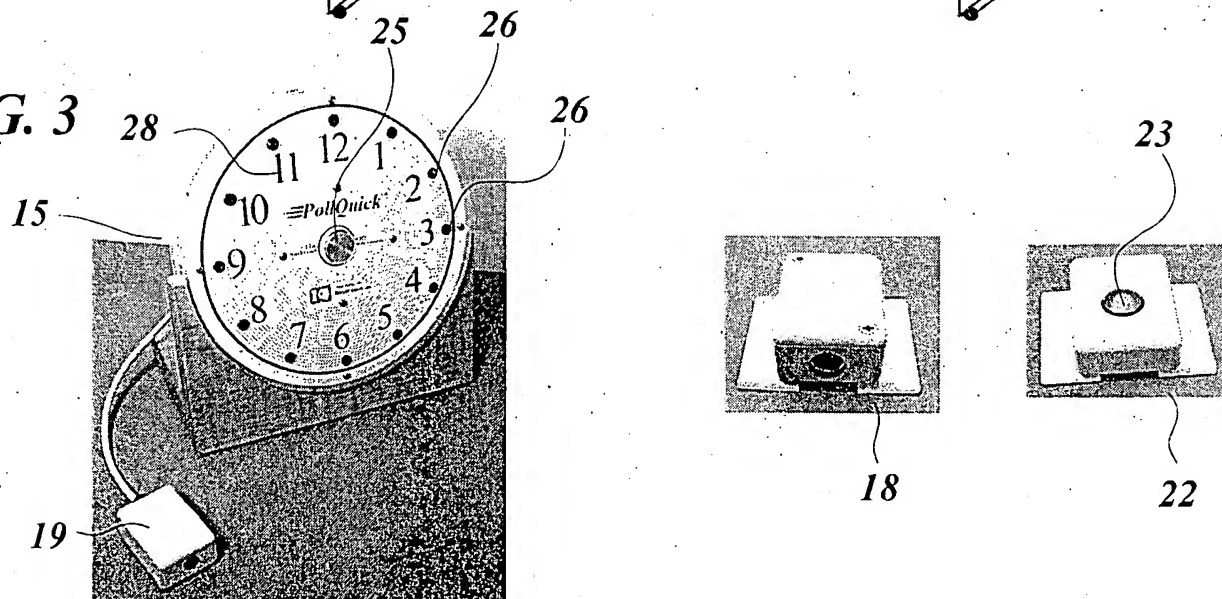
**FIG. 1**



**FIG. 2**

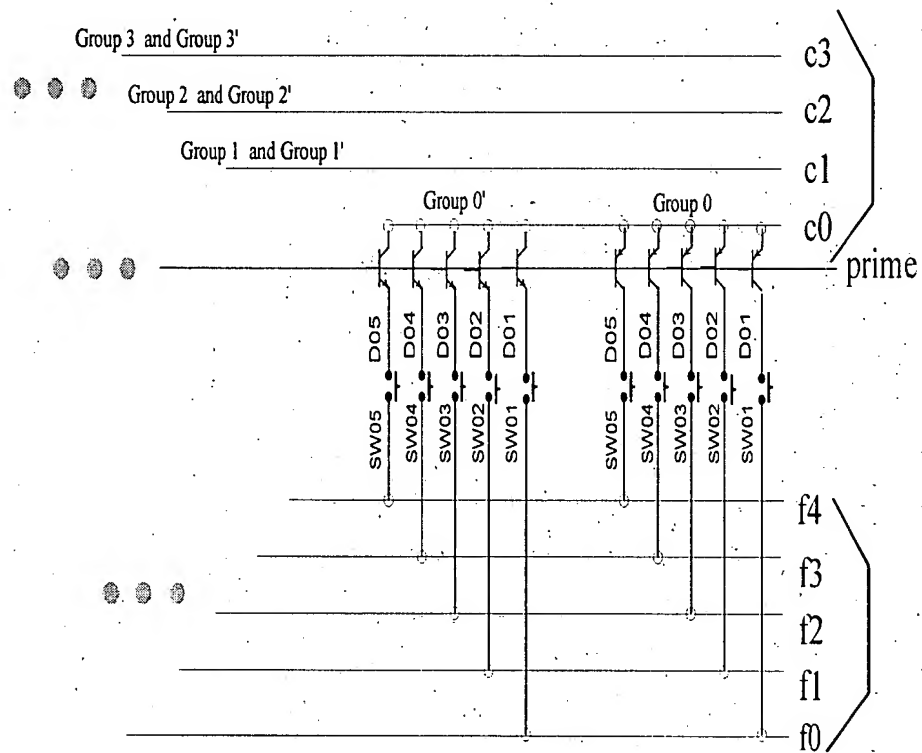


**FIG. 3**





More Multiplexing can support 40 vote boxes, or more.  
 (e.g. 4 groups of 5 [times two] = 40 vote boxes)



**FIG. 4B**

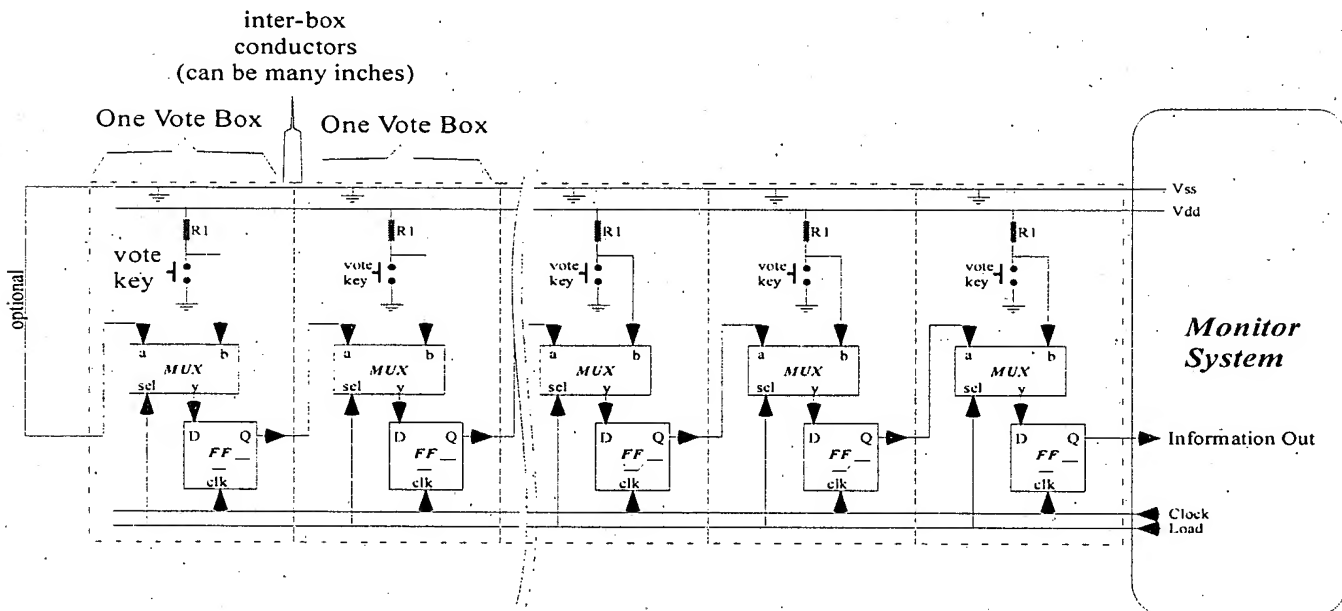
## A Shift Register Version

### Pros:

1. Can extend to large number of (identical) vote boxes.
2. All vote boxes are identical.
3. Data out (each Q) drives only small loads.

### Cons:

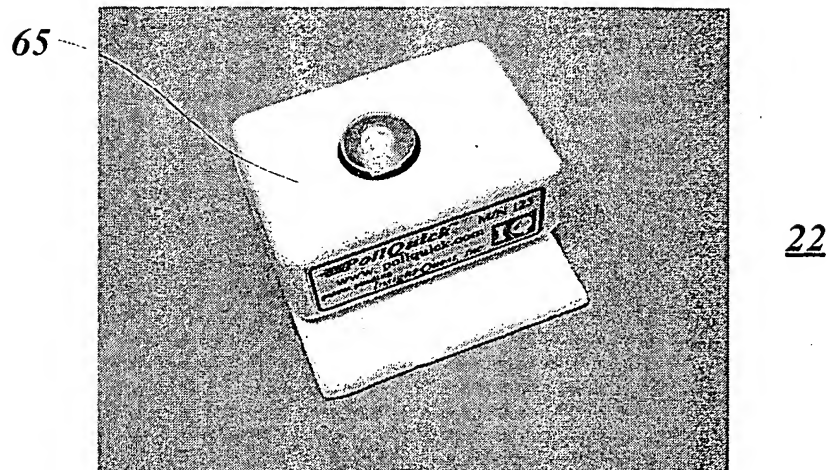
1. Logic (ICs) required in each vote box.
2. Power ( $V_{dd}$ ,  $V_{ss}$ ) must be supplied to the ICs.
3. More than 2 contacts per votebox are critical.
4. The clock drives multiple loads (unless made asynchronous).
5. Slow data out for given clock frequency (unless parallel paths used. See 3 below).
6. More FCC noise issues.
7. Press-on tool is more complicated (added cutting mechanism) since one or more conductors must be segmented.



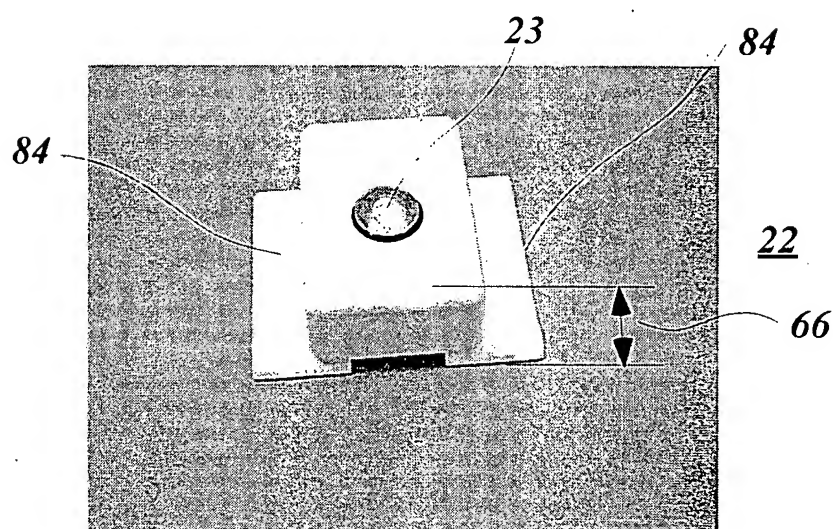
**Note: Simple refinements are possible:**

1. We can supply  $V_{dd}$  (for FF & Mux) via the clock (rectified & LP filtered).
2. We can reduce the number of inter-box conductors by encoding "load" (for example) on other conductors. Even just 2 conductors can suffice.
3. More conductors can be used to simultaneously send several bits.
4. A 'counters with digital comparators' approach could replace the 'shift register' (above) approach.

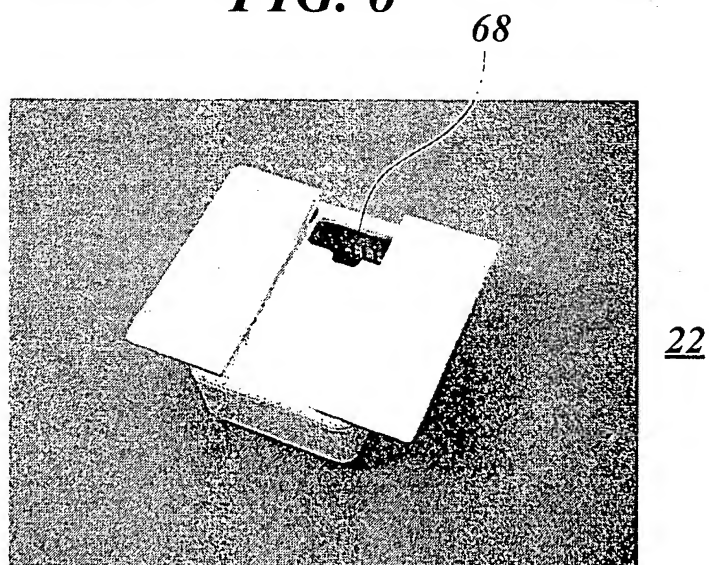
**FIG. 4C**



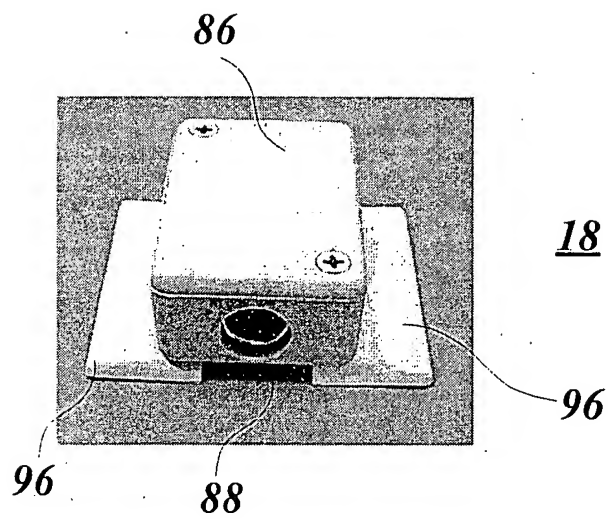
**FIG. 5**



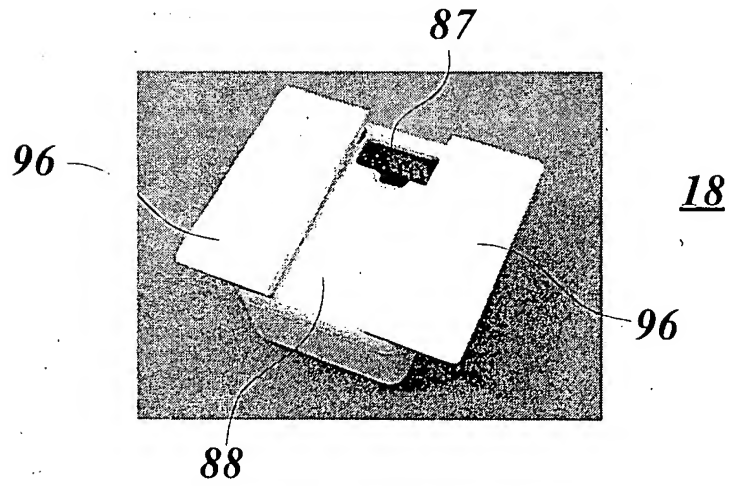
**FIG. 6**



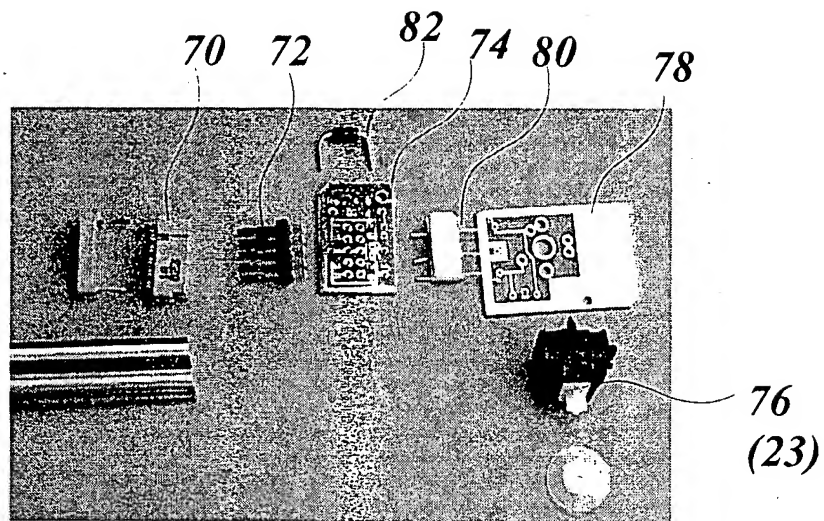
**FIG. 7**



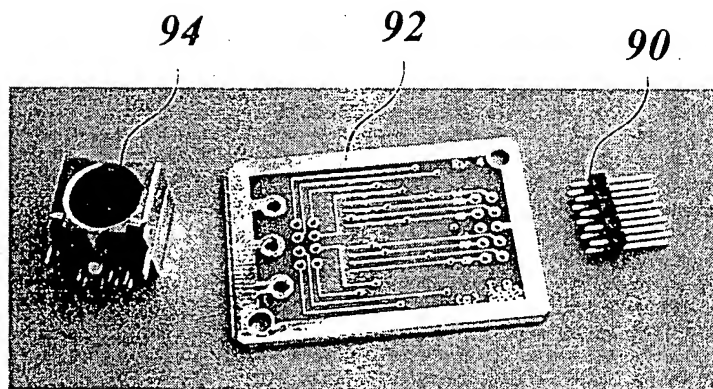
**FIG. 8**



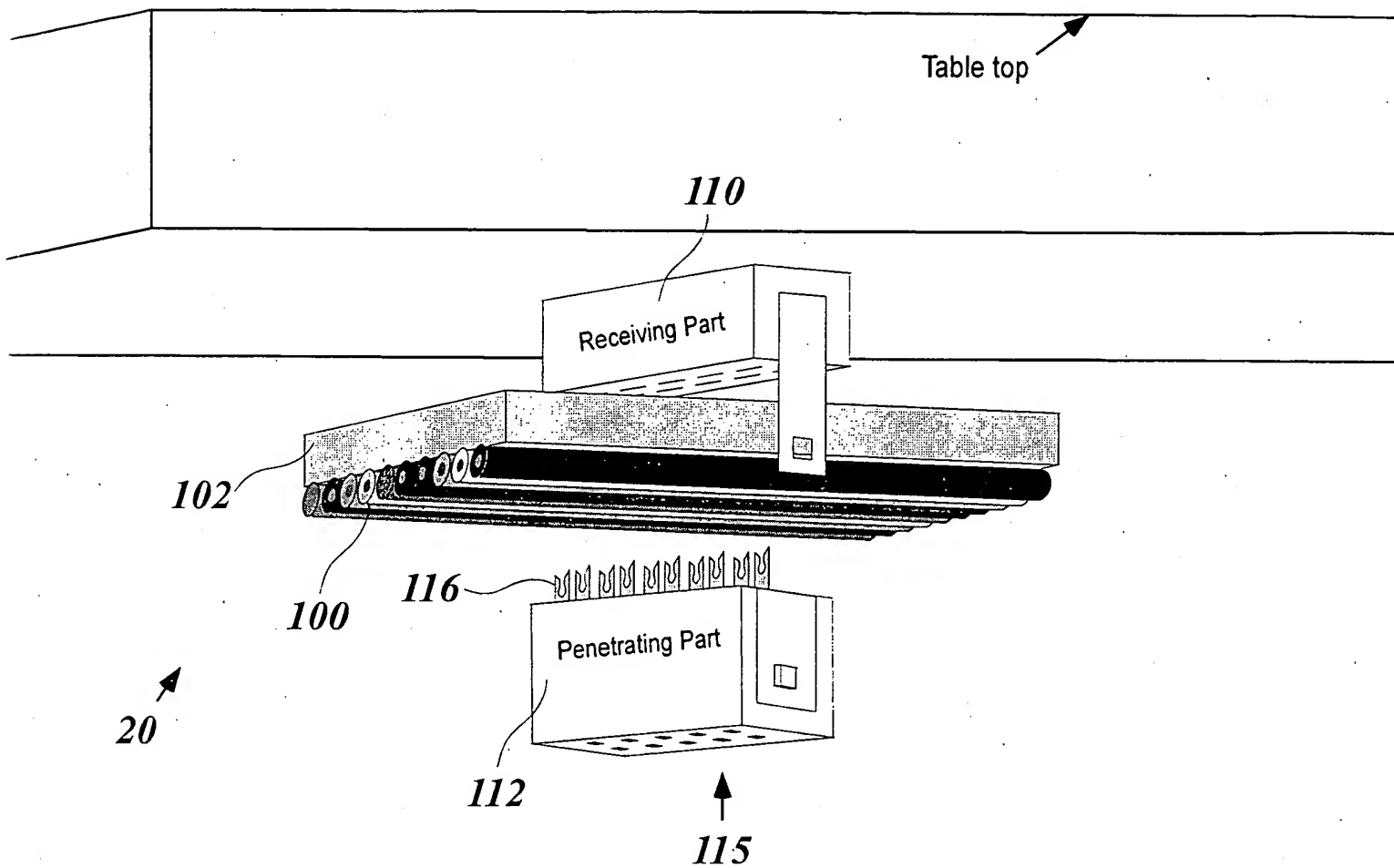
**FIG. 9**



**FIG. 10**

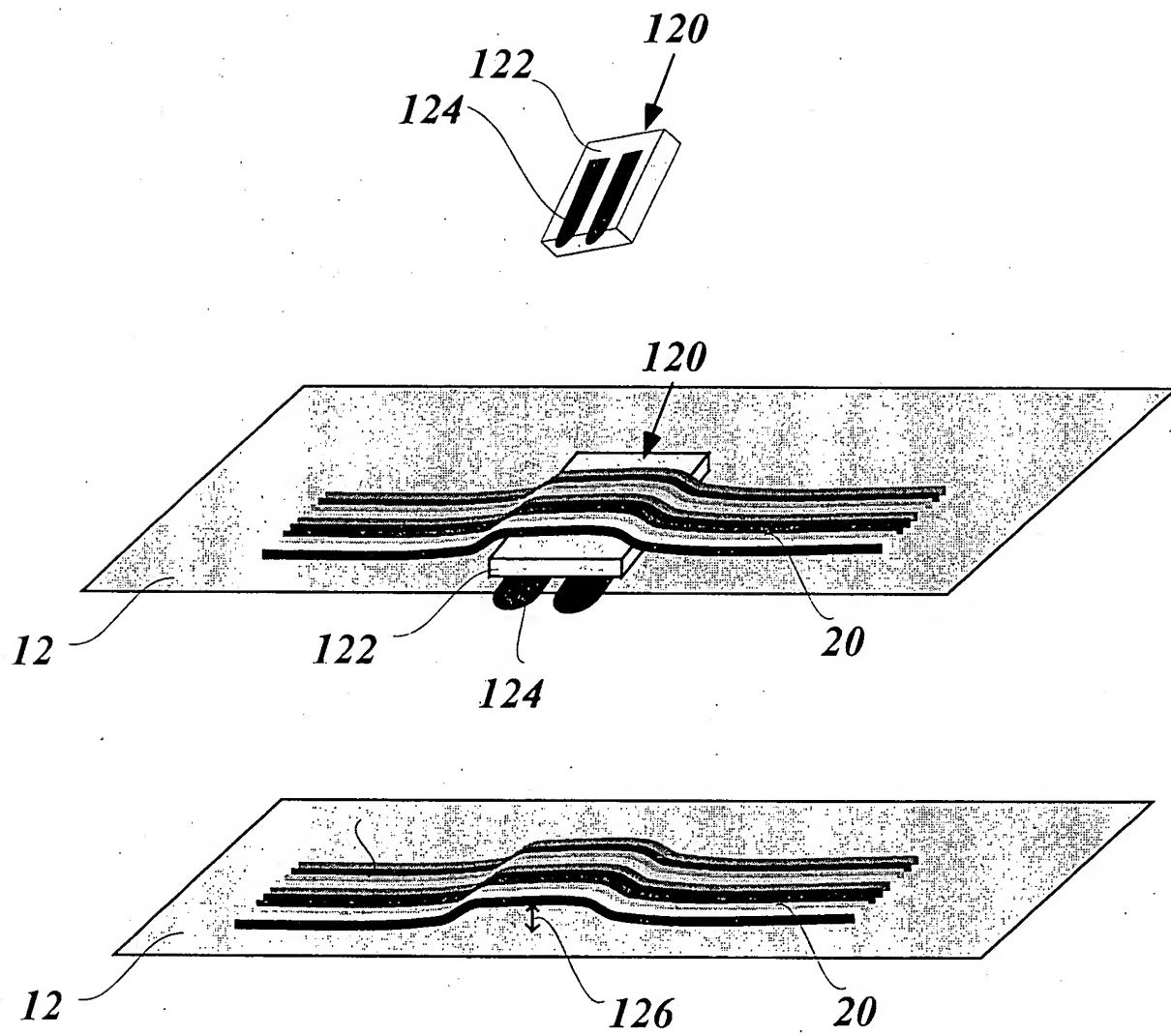


**FIG. 11**

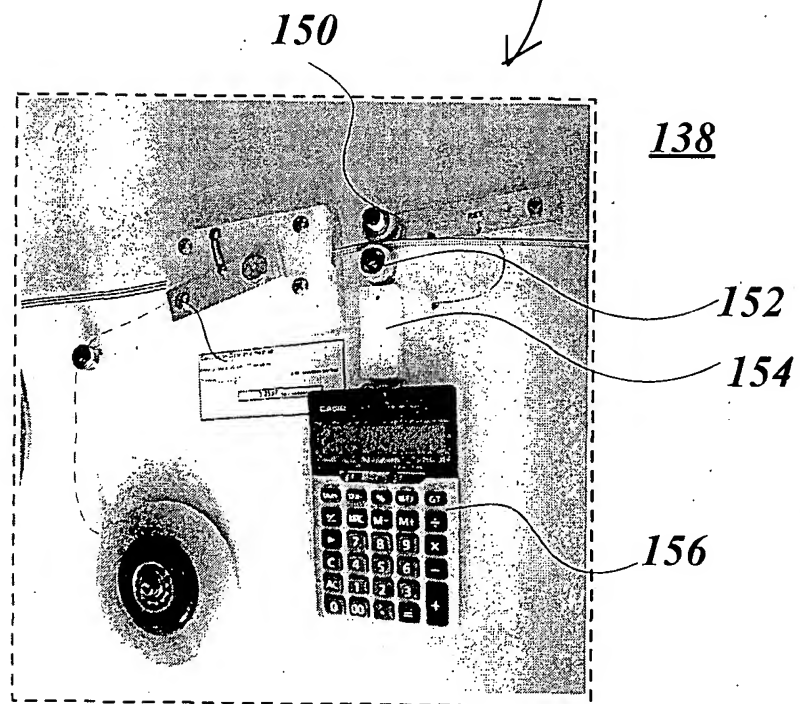
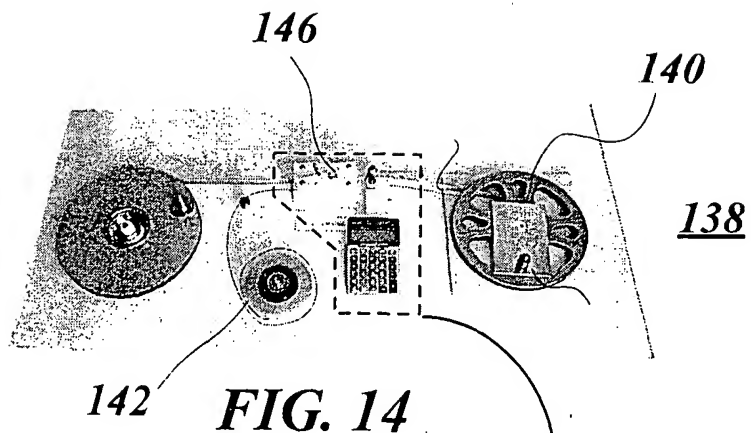


**FIG. 12**





**FIG. 13**



**FIG. 15**